

TopDeck™

PRESENTS

TEAM *Rocket*

• STRATEGY & CARD GUIDE

Pokémon

TRADING CARD GAME

TM

TEAM ROCKET BLASTS OFF!
Your introduction to the best Pokémon TCG set yet!

Michael G. Ryan

FEEL THE POWER OF THE DARK SIDE

Dark Pokémon roam the world. Learn how to train them.

Kevin Endo

TEAM ROCKET TOP PLOTS

What's your favorite way to catch Pikachu?

Will McDermott

TEAM ROCKET ENCYCLOPEDIA

See the cards. Read the cards.

TEAM ROCKET TOP 10

Which cards will dominate the Pokémon TCG League?

Will McDermott

TEAM ROCKET AND BASE SET 2 CHECK LIST

Check 'em off here as you catch 'em.

50

53

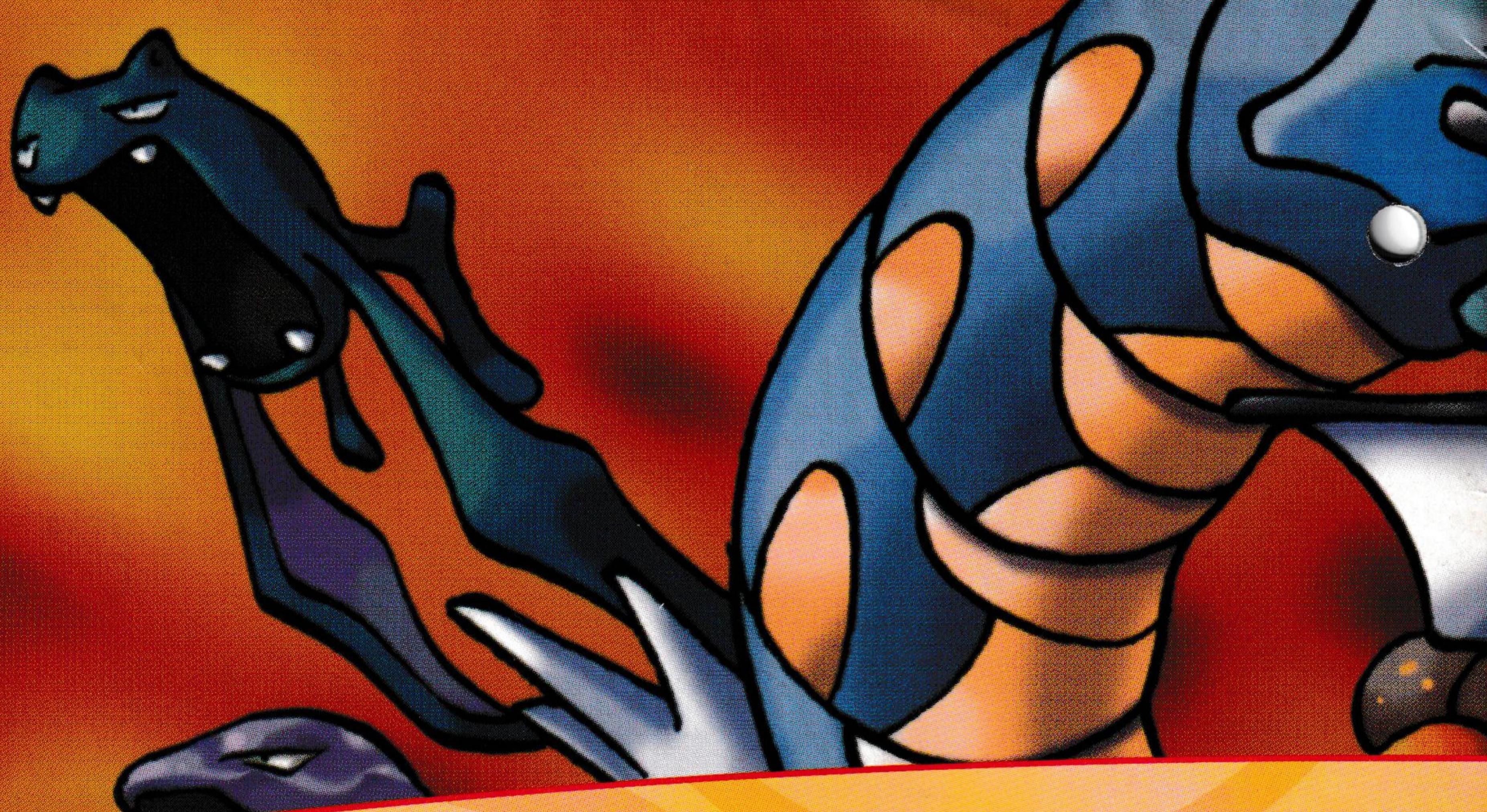
55

56

57

62





Team Rocket Blasts Off!

Dark Pokémons Are Everywhere!

by Michael G. Ryan

The 14 holofoil rare Pokémons in the *Team Rocket* expansion for the Pokémon trading card game are amazing. They're your favorite cards...with a twist. Dragonite has become Dark Dragonite (with the sneaky new Pokémon Power: Summon Minions); Blastoise has become Dark Blastoise. And Charizard? Well, of course, there is a Dark Charizard...with an attack called Continuous Fireball that does so much damage you won't think it's fair!

And that's just the beginning. There are more than a dozen uncommon and common Dark Pokémons as well. In fact, more than half of *Team Rocket*'s 82 cards are like brand-new Pokémons that you'll get a chance to catch this spring when the *Team Rocket* expansion hits a store near you.

The Light Side

But this set doesn't just have Dark Pokémons that those bad boys of Team Rocket train to be a little meaner than other Pokémons. There are Pokémons that aren't Dark versions of their old selves. And these have some great new abilities too. How about Charmander's Pokémon Power: Gather Fire? This power lets you take 1 Energy card attached to one of your other Pokémons and attach it to Charmander each turn!

Imagine how fast you'll be able to build up Charmander for when it evolves into Dark Charmeleon and gets its great Fireball attack (which might do 70 damage, if your coin flip comes up heads).

Remember how Mankey in the *Jungle* set could Peek at cards? Well, the *Team Rocket* Mankey has an equally fun attack called Mischief that lets you shuffle your opponent's deck. So much for your opponent using Pokédex, huh?

And naturally, Meowth is in the *Team Rocket* set...with an attack called Coin Hurl that might do 20 damage to any of your opponent's Pokémons, even a Benched one, with no Weakness or Resistance counted! Now that's gotta hurt.

Train Pokémons the Team Rocket Way

Team Rocket also has some great new Trainer cards. In fact there are nine in all. Among the best of these Trainer cards are:

- **Challenge!** The Challenge! card lets you draw more cards. It can be like putting up to 4 extra Bills in your deck, especially if you play it only when your opponent's Bench is full. This one is tricky to play, but remember that you control when you play it, so you can limit how much your opponent benefits from it.

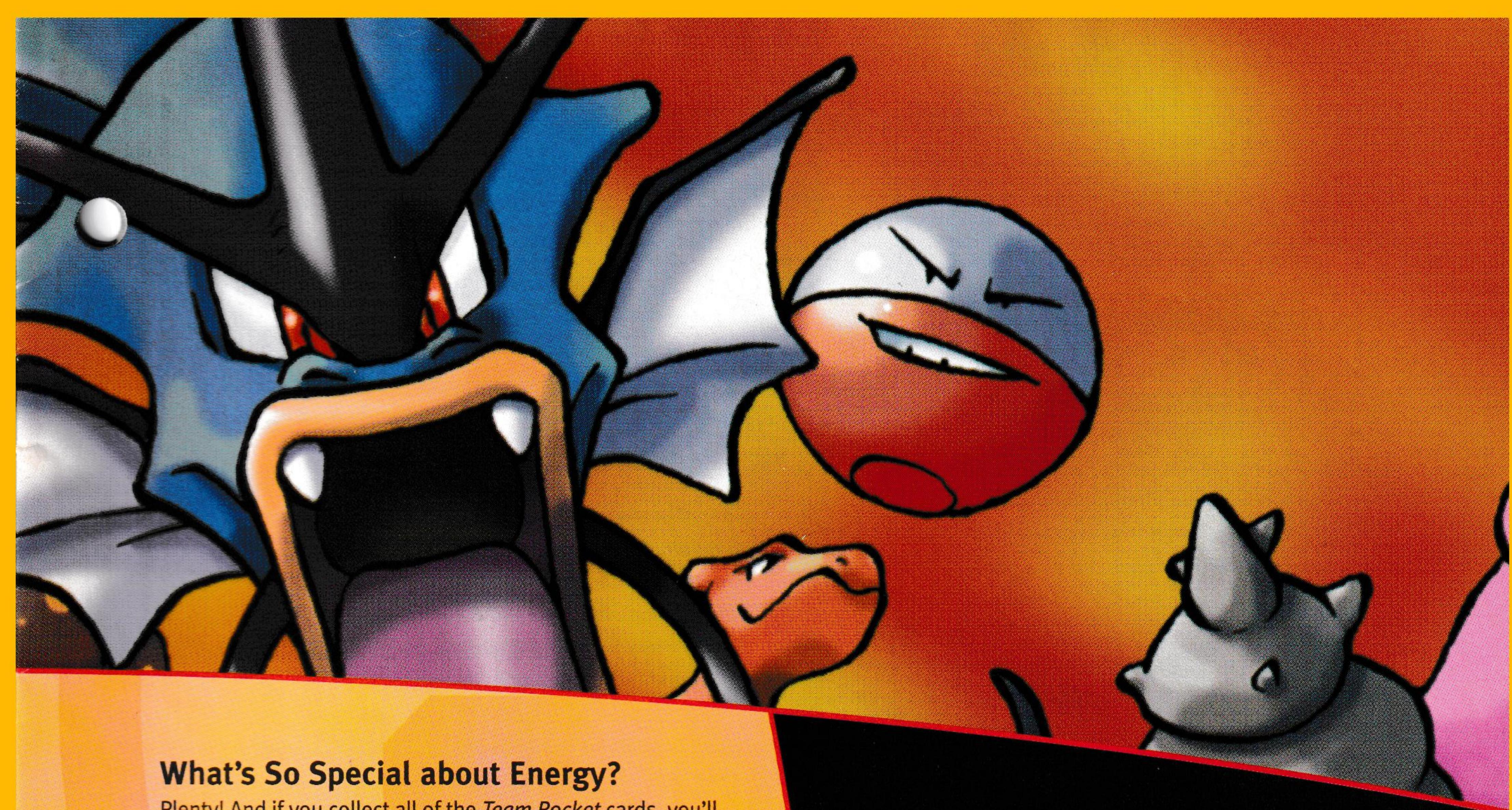


- **Rocket's Sneak Attack.** This Trainer card lets you look at your opponent's hand to see what he or she might do in the next few turns. Plus you get to remove an annoying Trainer card (maybe that Super Energy Removal) from his or her hand (for a time).



Even more exciting is that two of the *Team Rocket* Trainer cards—Here Comes Team Rocket! and the nasty Rocket's Sneak Attack—will appear as rare holofoils. This is the first time that there's been a holographic Trainer card! Of course, both cards also appear as non-holo versions.

But that's not the end of the new holofoil cards: there's also a rare holofoil Energy card called Rainbow Energy that appears in the *Team Rocket* set.



What's So Special about Energy?

Plenty! And if you collect all of the *Team Rocket* cards, you'll know why! Three new Energy cards appear in this **Pokémon** expansion. There's Rainbow Energy, the rare Energy card we just mentioned that also appears as a holofoil, and two uncommon Energy cards—Full Heal Energy and Potion Energy.

Rainbow Energy can be any type of Energy you want it to be, and you can change it every turn. For example, let's say you attach Rainbow Energy to Machop and use it as \bullet Energy. Next turn, you decide you want to move Rainbow Energy using Venusaur's **Pokémon Power**: Energy Trans, which only moves \bullet Energy. Tah-dah, now it's \bullet Energy. So you move Rainbow Energy to Psyduck and now want to use it as \bullet Energy for Psyduck's Headache attack. Done—now Rainbow Energy is \bullet Energy.

The one drawback is that when you attach Rainbow Energy from your hand to one of your **Pokémon**, it does 10 damage to that **Pokémon**. Rainbow Energy doesn't do any damage when you move it around, though. That happens only when you play it from your hand, so that's not too bad!

It's easy to guess what the other two Special Energy cards do. Just look at their names. Full Heal gets rid of Sleep, Confusion, Paralysis, or Poison from the **Pokémon** you attach it to. Potion Energy removes a damage counter from the **Pokémon** you attach it to. Both Energy cards provide 1 \bullet Energy, so you should have plenty of uses for these special Energy cards!

Gotta Catch 'Em All

Team Rocket provides collectors and players of the **Pokémon** TCG with 82 new cards. This includes 17 holofoil rare cards, some really cool Dark **Pokémon** as well as new versions of some of your favorite Basic **Pokémon**, good new Trainer cards, and the first Special Energy cards since Double Colorless Energy. That should be enough to keep any collector busy, plus give players new options for old decks!

And *Team Rocket* is just the beginning of a great year for the **Pokémon** trading card game. Wizards of the Coast is hard at work now on cards for the next two releases, the *Gym Series* sets, so you'll have even more to look forward to in 2000!

DARK IS AS DARK DOES

So what is a Dark **Pokémon**? How are you supposed to play them? Is Dark Dugtrio the same as a regular Dugtrio? Nope, they're not the same! Here's what you need to know to start playing with the Dark **Pokémon** in *Team Rocket*:

- Remember that you can have only four copies of the same card in your deck, but a card counts as "the same" as another card only if it has the same name. The name "Wartortle" and the name "Dark Wartortle" are not the same, so you could, if you wanted, have 4 Wartortles and 4 Dark Wartortles in your deck.

- Stage 2 Dark **Pokémon** evolve from Stage 1 Dark **Pokémon**, but Stage 1 Dark **Pokémon** evolve from regular Basic **Pokémon**. For example, Dark Blastoise evolves from Dark Wartortle. This is shown in the upper left-hand corner of the card. That means you can't play Dark Blastoise on top of a regular Wartortle. Plus Blastoise only evolves from Wartortle, so you can't play Blastoise on Dark Wartortle.

However, both Wartortle and Dark Wartortle say they evolve from the Basic **Pokémon** (in this case, Squirtle). So you could have up to four Wartortles and four Dark Wartortles in the same deck, but all of them will evolve from Squirtle (which you can only have four of in your deck). —M.R.

"TROUBLE" AND "DEVASTATION"

POKÉMON TRICKS

Revolving Prizes!

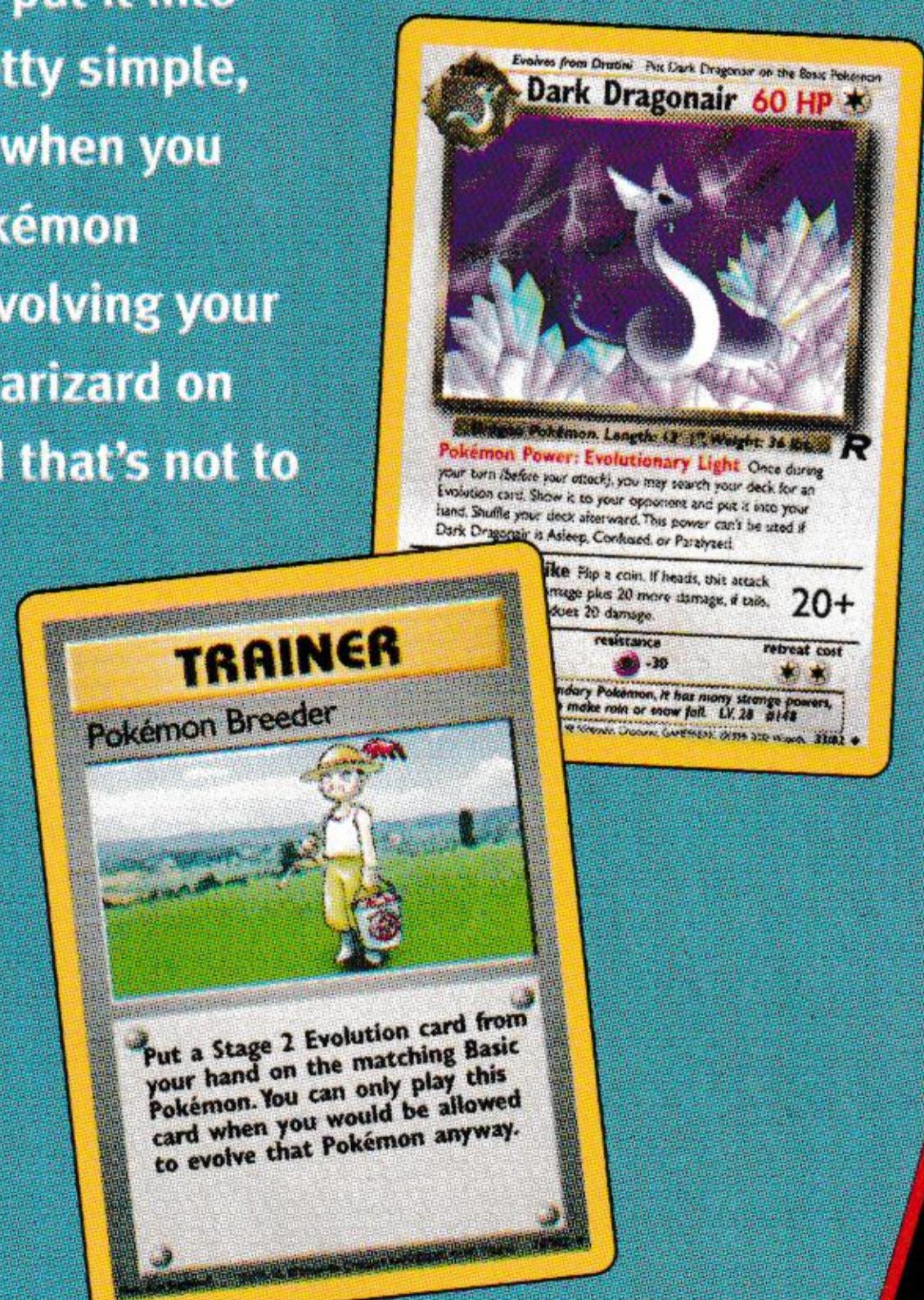
The Trainer card *Here Comes Team Rocket!* makes you and your opponent play with your Prize cards face up for the rest of the game. This allows you to pick the best Prize every time. Well, what if you really need one of those Prize cards right now? No problem. The

Basic Pokémon Rattata in Team Rocket has the **Pokémon Power: Trickery**, which lets you switch one of your Prizes for the top card of your deck...every turn. After you've switched the cards, you can use Bill or a card-drawing ability like Dark Kadabra's **Pokémon Power: Matter Exchange** to put that former Prize right into your hand!



Revolving Evolving!

The **Team Rocket Stage 1 Dark Dragonair** has an exciting **Pokémon Power** called **Evolutionary Light**. This power says that once each turn, Dark Dragonair will let you search your deck for an Evolution card and put it into your hand. Seems pretty simple, doesn't it? But wait—when you combine this with **Pokémon Breeder**, you can be evolving your Charmander into a Charizard on your second turn! And that's not to mention how many other **Pokémon** you'll be evolving to Stage 1 or Stage 2 in turns to come!



—M.R.

What Team Rocket Does Best

Do you have a hard time building decks, figuring out which **Pokémon** to put with which Trainer cards? And when the latest set comes out, do you want to start playing with those new cards right away?

Well, lots of players have these problems, and that's why Wizards of the Coast makes theme decks! Now you can get right into the action without having to figure out if Gastly is the greatest Basic **Pokémon** in the world to build a deck around (by the way, it isn't!).

The two *Team Rocket* theme decks—"Trouble" and "Devastation"—can certainly dish out what their names promise!

"Trouble" sends smaller Grass and Psychic **Pokémon** out to harass your opponent while you build up some bigger Psychic **Pokémon** like Dark Kadabra and Dark Hypno. Your opponent will know the real meaning of "Trouble" when Dark Hypno comes out with its Bench Manipulation attack. This makes your opponent flip a coin for each **Pokémon** on his or her Bench, with Bench Manipulation doing 20 damage to the Defending **Pokémon** for each tails! Oh, and did I mention that Weakness and Resistance don't count against this attack?

"Devastation" is loaded with Dark **Pokémon** that Poison and Paralyze—completely upsetting your opponent's best-laid plans. The deck also has some good Basic **Pokémon** to hold your opponent at bay until you're ready to really start raining down some "Devastation" of your own.

No matter what she says, it's not true that Michael G. Ryan loses every single game of **Pokémon** he plays with 7-year-old Michelle Cheung. It's not about who wins or loses anyway, right? Right?



Feel the Power of the Dark Side

by Kevin Endo

Ever feel like working for the bad guys? Well, Team Rocket can always use the help....

The Team Rocket expansion introduces Dark versions of 30 different Pokémons. In general, Dark Pokémons have fewer Hit Points than their non-Dark counterparts. But this lack of stamina is usually compensated for by a sneaky new attack or Pokémon Power.

Can Team Rocket finally win with this large selection of new Pokémons? They just might if they can master the Pokémons discussed here! We'll compare some of the best Dark Pokémons in the Team Rocket set with their non-Dark counterparts. If you want to fight beside Ash and his buddies, you'll need to know what to expect from these new Dark Pokémons. Here's your first lesson in the power of the dark side.



FIRE POKÉMON

Dark Charmeleon

If you want to play with Dark Charizard, you have to evolve it from Dark Charmeleon. This may be the only reason to use Dark Charmeleon. Dark Charmeleon has 30 fewer Hit Points than Charmeleon and has a Retreat Cost of $\bullet\bullet$ instead of just \bullet . Although its Fireball attack can do 70 damage, it works only half the time. Personally, I would much rather use Charmeleon's reliable 50 damage attack.

Dark Charizard

In a battle between Charizard and Dark Charizard, I think Charizard would win unless Dark Charizard got really lucky. At only 80 Hit Points, Dark Charizard has 40 fewer Hit Points than Charizard. Dark Charizard's Continuous Fireball attack only needs $\bullet\bullet$ to get started, but it's not as consistent as Charizard's Fire Spin unless you add more \bullet Energy. But you can generally use it every turn, and it can do a lot of damage. This is one mean Pokémon.



GRASS POKÉMON

Dark Arbok

Dark Arbok is an interesting card with a couple of very powerful attacks. Dark Arbok's Stare attack has two effects—it can do 10 damage to any of your opponent's Pokémons, and it can shut down a Pokémon Power for a turn. This can be very useful for combating Pokémon Powers like Blastoise's Rain Dance or Alakazam's Damage Swap.



Dark Golbat

It seems fitting that Team Rocket would specialize in sneaky attacks. Dark Golbat is a good example. This card has the Pokémon Power: Sneak Attack, which does 10 damage to any of your opponent's Pokémons when it comes into play. It also has an attack that will do 20 damage to any Pokémon. Put them together and you can do 30 damage to an unsuspecting Pokémon. Of course, you need $\bullet\bullet$ for the Flitter Attack. To get an extra \bullet , you'll need Venusaur's Pokémon Power: Energy Trans.



Dark Vileplume

Few Pokémons have the potential to impact the game as much Dark Vileplume. This Pokémon has a Power called Hay Fever, which prevents all Trainer cards from being played. As you can imagine, this would be devastating to the large number of decks that depend heavily on Trainer cards.



FOILED AGAIN!

When you open up some Team Rocket packs you may notice a difference in the way your Pokémons look. You may also have noticed a difference if you got some Base Set 2 cards. If you compare your 1st Edition Blastoise with your 1st Edition Dark Blastoise, you'll see that the foil looks different.

Some foil cards in the future will use what's called "cosmo" foil instead of the more familiar "starry" foil you've seen before. Both kinds of foil are completely official and authorized!

Why the change? Wizards is printing so many Pokémons so quickly that we're now using a lot of different printers, and not all of them use the same foil pattern. You may see both foil patterns in the future, but you'll never find both of them in the same expansion. So all your Team Rocket foils will use the same pattern. —M.R.

WATER POKÉMON

Dark Golduck

Most players agree that drawing extra cards is good. The more cards you have, the more choices you have. Those players will love Dark Golduck. If Dark Golduck has 1 \bullet Energy attached, its Third Eye attack allows you to discard 1 Energy card to draw up to 3 cards. Third Eye doesn't do any damage, unfortunately. And be careful you don't run out of cards!



Dark Gyarados

If you use Dark Gyarados in your deck, your opponent will probably have to play a little bit more carefully. With its Pokémon Power: Final Beam, Dark Gyarados can do 20 damage per attached \bullet Energy card to the Pokémon that Knocks Out Dark Gyarados. If you have 4 \bullet Energy on your Dark Gyarados, your opponent may think twice before using Dugtrio's Earthquake to Knock Out Dark Gyarados.



FIGHTING POKÉMON

Dark Machoke

With a pair of useful attacks, Dark Machoke is a pretty good Pokémon. For $\bullet\bullet\bullet$, Drag Off acts like the Trainer card Gust of Wind—before doing damage, you get to choose one of your opponent's Benched Pokémons and switch it with his or her Defending Pokémon. Also, for the exact same Energy cost, Knock Back does 30 damage to your opponent's Defending Pokémon and then makes him or her switch it with a Benched Pokémon. With Dark Machoke, you get to decide every turn which of your opponent's Pokémons to attack!



Dark Machamp

With Machamp, $\bullet\bullet\bullet\bullet$ gets you a 60-damage attack. For the same Energy, Dark Machamp has an attack called Fling that forces your opponent to shuffle his or her Defending Pokémon and all cards attached to it back into his or her deck. This won't win you a game by itself, because it doesn't work if your opponent only has 1 Pokémon left. But it can get tough Pokémons off the table, leaving your opponent with very few choices. Plus, Dark Machamp has a good 30 damage attack as a backup.



LIGHTNING POKÉMON

Dark Electrode

Dark Electrode has an attack called "Energy Bomb" that does 30 damage for $\bullet\bullet$. As a side effect, this attack forces you to take all of the Energy attached to Dark Electrode and attach it to your Benched Pokémon. Is this better than the attacks of the Base Set or Jungle Electrodes? Maybe. Maybe not. But if you can figure out some way to use a lot of Energy on your Benched Pokémon, it could be fun. Try switching two Dark Electrodes back and forth as your Active Pokémon.



Dark Magneton

In combination with Energy Removal cards, Dark Magneton's Magnetic Lines attack could prove very useful. In addition to doing 30 damage for $\bullet\bullet$, Magnetic Lines also allows you to move an Energy card from the Defending Pokémon to one of your opponent's Benched Pokémons. In many cases, your opponent will have Pokémons on his or her Bench that don't need more Energy. Plus, your opponent may find it difficult to attack with or retreat his or her Active Pokémon.



PSYCHIC POKÉMON

Dark Kadabra

Both Kadabra and Dark Kadabra are very good cards. Kadabra has more Hit Points and an attack that does 50 damage. Dark Kadabra has a 30-damage attack that can't be stopped by Resistance to Psychic Pokémons. Kadabra has an attack that removes damage counters, but Dark Kadabra's Pokémon Power: Matter Exchange allows you to discard a card to draw a card every turn. Both of these Pokémons are valuable additions to a Psychic deck, but Dark Kadabra's card-drawing ability makes it very attractive.



Dark Slowbro

With so few ways to get cards back from the discard pile, Dark Slowbro's Pokémon Power: Reel In is a welcome addition to the game. When you play Dark Slowbro from your hand, you can retrieve up to 3 Basic Pokémons or Evolution cards from your discard pile. Now you don't have to worry so much when your opponent Knocked Out your last Alakazam.



COLORLESS POKÉMON

Dark Dragonair

Although Dragonair may have a couple of solid attacks, Dark Dragonair has an incredible Pokémon Power. Dark Dragonair's Pokémon Power: Evolutionary Light is like being able to use the Trainer card Pokémon Trainer every turn, without having to trade in a Pokémon from your hand! If you use a lot of Evolution Pokémons in your decks, Dark Dragonair could be a big help.



Dark Dragonite

The Fossil Dragonite, movie promo Dragonite, and Dark Dragonite all share a few attributes. They all have a big, risky attack. The Fossil Dragonite has an attack that does 0, 40, or 80 damage. The movie promo Dragonite has an attack that does 0 or 60 damage. Dark Dragonite has an attack that does 0 or 70 damage. All three also have a Pokémon Power, and Dark Dragonite's is perhaps the most interesting. When you put Dark Dragonite into play, you can search your deck for up to 2 Basic Pokémons and put them on your Bench. This may be a great way to find those Hitmonchans or Hitmonlees you need.



Kevin Endo knows that when you enter the "dark cave," you find only what you bring with you.

TEAM ROCKET TOP PLOTS

Every week, Team Rocket tries to capture Pikachu from Ash. Every week they fail. But some of the plots that Jesse and James hatch are pretty amazing. Sure they always lose in the end. But these plots, which range from digging a hole (which Jesse and James fall into) to stealing the roof of a stadium and flying it around with balloons are what keep Team Rocket fans coming back to the show week after week. Here then are our Top 5 favorite Team Rocket plots.

#5 *Battle Aboard the St. Anne*

Perhaps the best Team Rocket plot ever, we gave it the #5 spot because the Boss came up with it, not Jesse and James. Jesse and James (in disguise of course) hand out free passes to Pokémon trainers for a Pokémon cruise aboard the luxurious St. Anne. Once the ship is at sea, Team Rocket attacks and tries to steal all the Pokémon. I guess they didn't think all those trainers would fight back. Ouch!



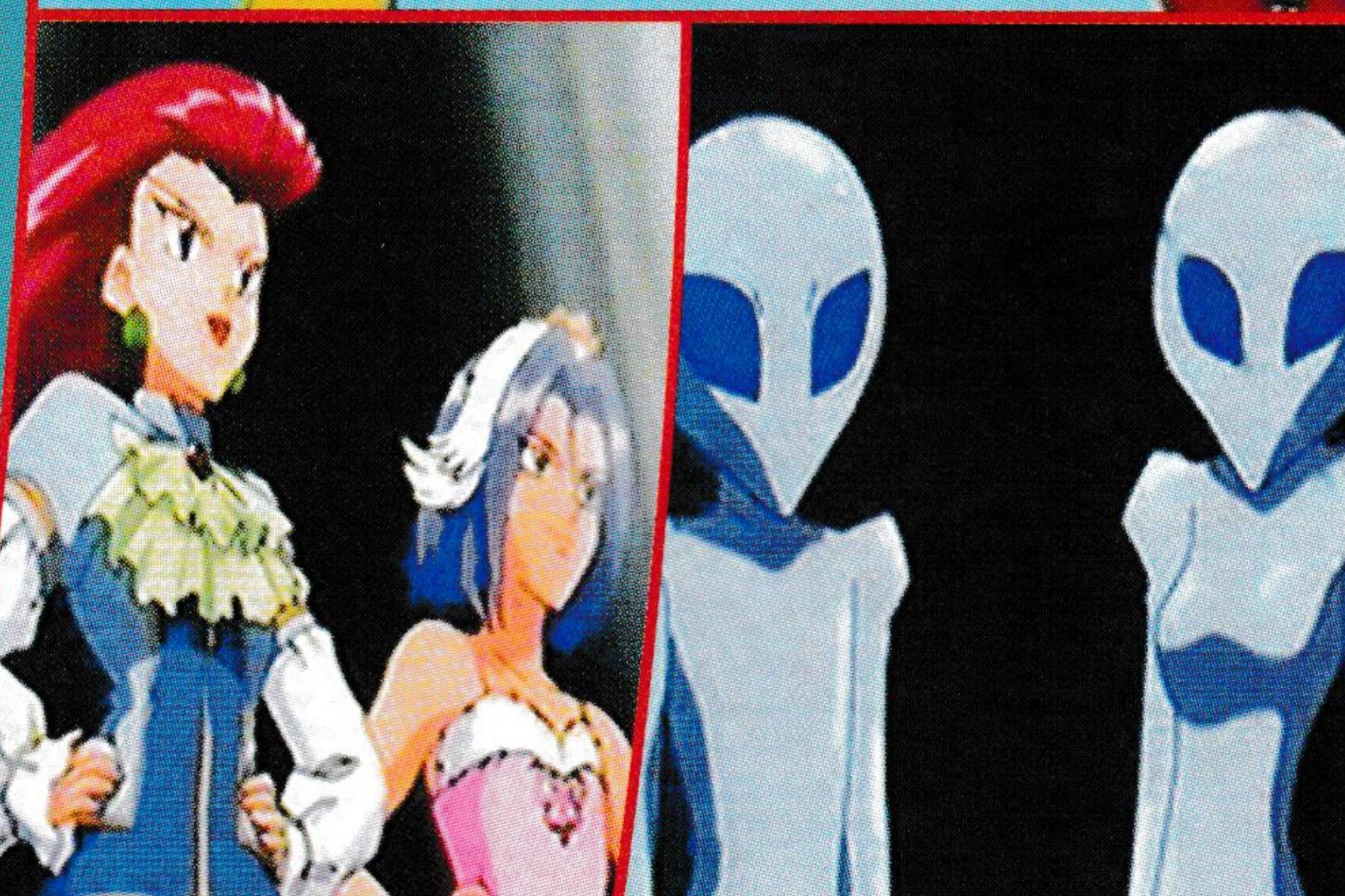
#4 *The Breeding Center Secret*

Another great plot not concocted by Jesse and James claims the #4 spot. Butch and Cassidy (Jesse's old rival) open up a Breeding Center and have trainers lining up around the block with claims that Pokémon can evolve in just a few short days under their loving care. With trainers literally giving away their best Pokémon, how can this plan go wrong? Well, Misty's hungry stomach forces her back to the Center for her Psyduck because it's the key to a free lunch.



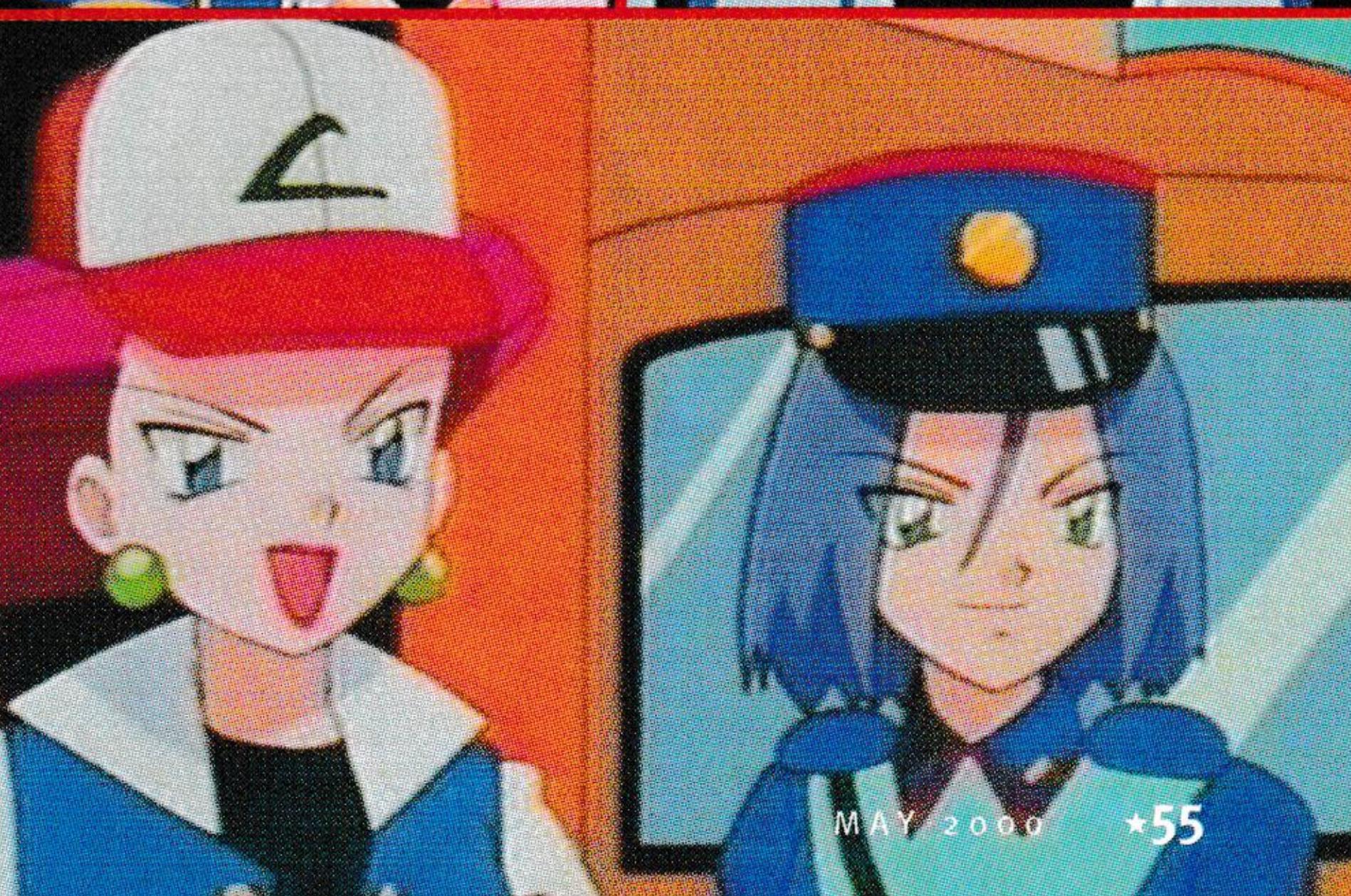
#3 *The Water Flowers of Cerulean City and The Misty Mermaid*

A TIE! Two trips to the Cerulean City gym share the #3 spot in our Top Plots poll. In the Water Flowers episode, Jesse and James interrupt a battle between Ash and Misty in the gym pool. The Rockets use a giant water pump to try to suck all the water (and Pikachu) out of the pool. In the return trip, Jesse and James interrupt Misty's debut as the "Magical Mermaid" in the gym's new show. Jesse and James tie up Misty's sisters and enter the show as, appropriately enough, the villains.



#2 *Clefairy Tales*

In a stroke of pure genius (don't look at us—we don't know how it happened either), Jesse and James capitalize on a rash of UFO sightings by constructing a flying saucer of their own ("flown" by Meowth operating a crane). The flying saucer descends on the town and two aliens in space suits (Jesse and James) emerge. Taking Pikachu from a stunned Ash, the aliens put the poor Pokémon into a specimen jar and rise back into the air. Team Rocket almost escapes, but the real aliens (Clefairy that are trying to get home), need Pikachu to power their spaceship.



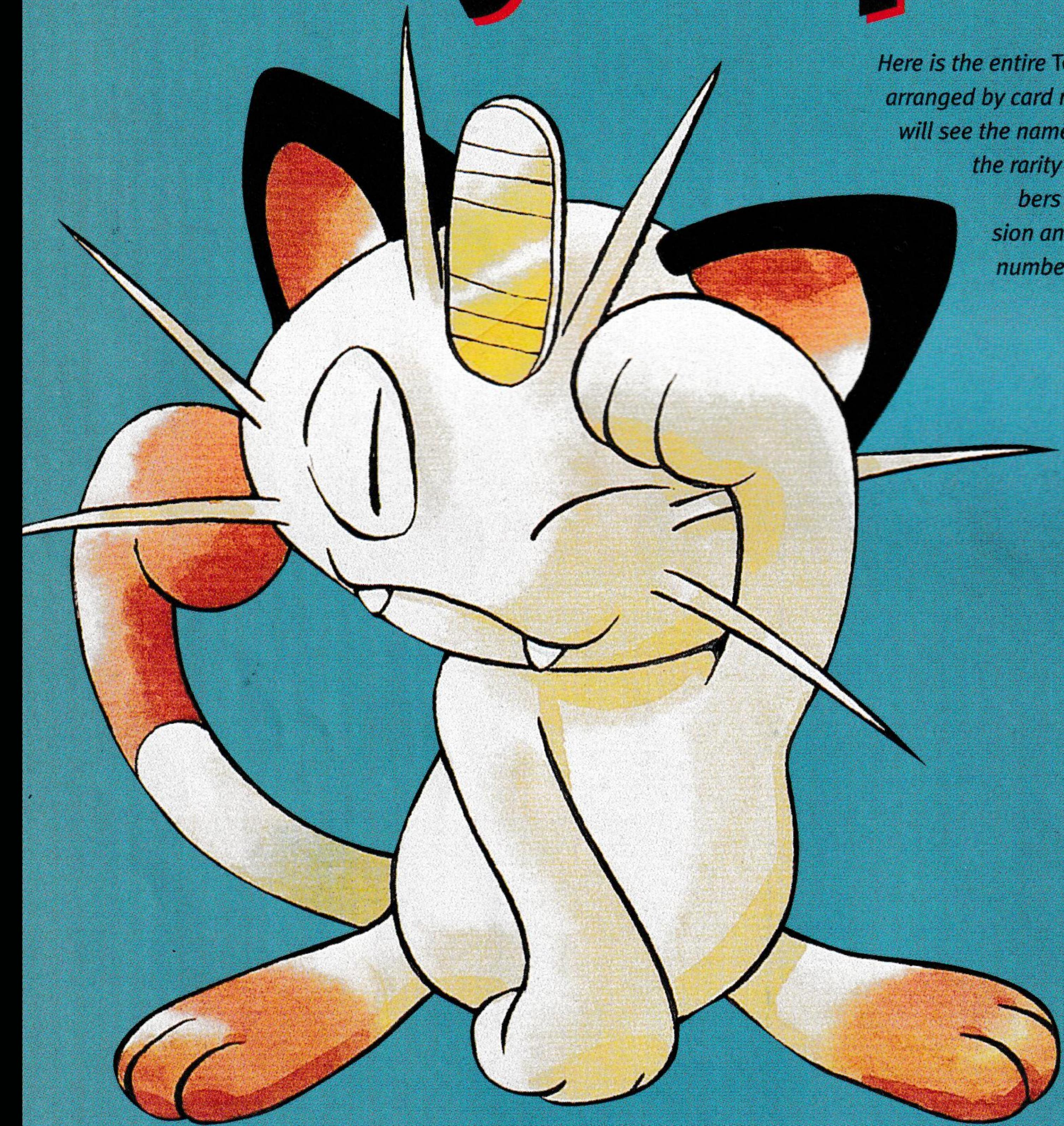
#1 *The Case of the K-9 Caper!*

This plot has it all—smoke, costumes, and a voice imitation gadget. Trying to capture Officer Jenny's Growlithe K-9 unit (along with Pikachu, who is training with the unit), Jesse and James crash the training exercises. Team Rocket tosses gas grenades to produce a cloud of smoke that makes everyone talk in high squeaky voices. Jesse and James then emerge in Officer Jenny costumes and use a voice-altering megaphone to bark orders to the Growlithes in Officer Jenny's voice. Jesse even dresses up as Ash to confuse Pikachu. In the end, the Growlithes are just too smart for Jesse and James.

—Will McDermott

©2000, Nintendo, CREATURES, GAMEFREAK, TV Tokyo, Shogakukan

Team Rocket Encyclopedia



Here is the entire Team Rocket card set! The cards are arranged by card number. Underneath each card you will see the name of the card, the card number, and the rarity symbol. Cards that have two numbers have two versions—a holofoil version and a non-holo rare version. The first number is for the holofoil and the second number is for the non-holo rare.

Rarity Legend

- ★ Rare Holofoil
- ★ Rare
- ◆ Uncommon
- Common



Dark Alakazam 1/82★
18/82★



Dark Arbok 2/82★
19/82★



Dark Blastoise 3/82★
20/82★



Dark Charizard 4/82★
21/82★



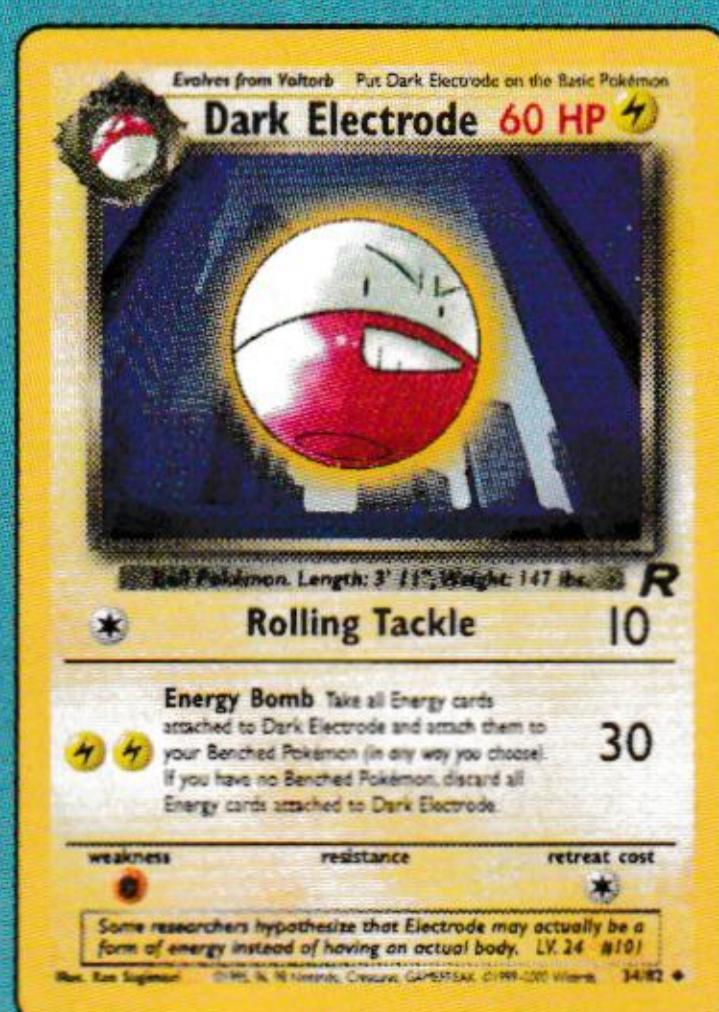
Dark Dragonite 5/82★
22/82★



Dark Charmeleon 32/82 ♦



Dark Dragonair 33/82 ♦



Dark Electrode 34/82 ♦



Dark Flareon 35/82 ♦



Dark Gloom 36/82 ♦



Dark Golduck 37/82 ♦



Dark Jolteon 38/82 ♦



Dark Kadabra 39/82 ♦



Dark Machoke 40/82 ♦



Dark Muk 41/82 ♦



Dark Persian 42/82 ♦



Dark Primeape 43/82 ♦

8. Dark Vileplume

If you've faced any Energy Removal decks, you'll know why Dark Vileplume is so powerful. Once Dark Vileplume hits the table, its **Pokémon Power: Hay Fever** will prevent your opponent from playing any Energy Removals, Super Energy Removals, Bills, or any other Trainer cards. Of course, you won't be able to use any Trainer cards either, but you can plan for that.

7. Dark Kadabra

I really like Dark Kadabra. It has only 50 Hit Points, but Dark Kadabra has, in my opinion, the best **Pokémon Power** yet—**Matter Exchange**. **Matter Exchange** allows you to discard a card you don't need from your hand to draw another card. And you can do this every turn. Plus, Dark Kadabra's **Mind Shock** attack costs only **2** and is great against decks that use **Pokémon** with **Resistance** to **Psychic** because it ignores **Weakness** and **Resistance**.



Dark Rapidash 44/82 ♦



Dark Vaporeon 45/82 ♦



Dark Wartortle 46/82 ♦



Magikarp 47/82 ●



Porygon 48/82 ●



Abra 49/82 ●



Charmander 50/82 ●



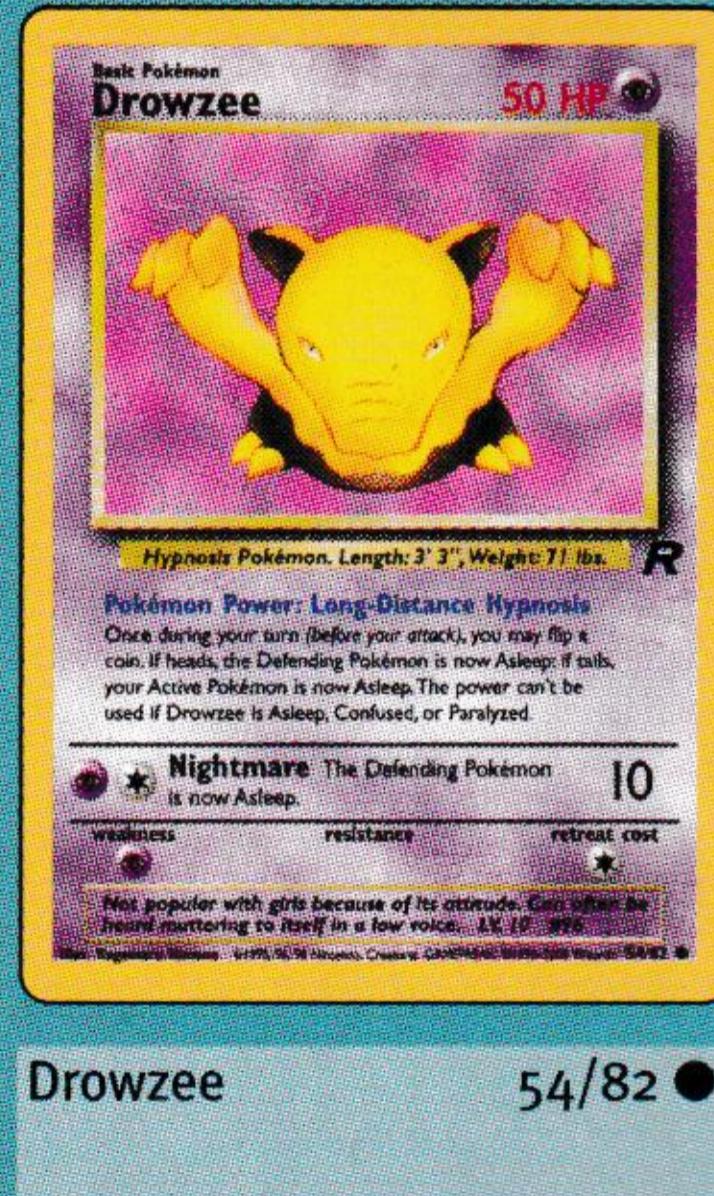
Dark Raticate 51/82 ●



Diglett 52/82 ●



Dratini 53/82 ●



Drowzee 54/82 ●



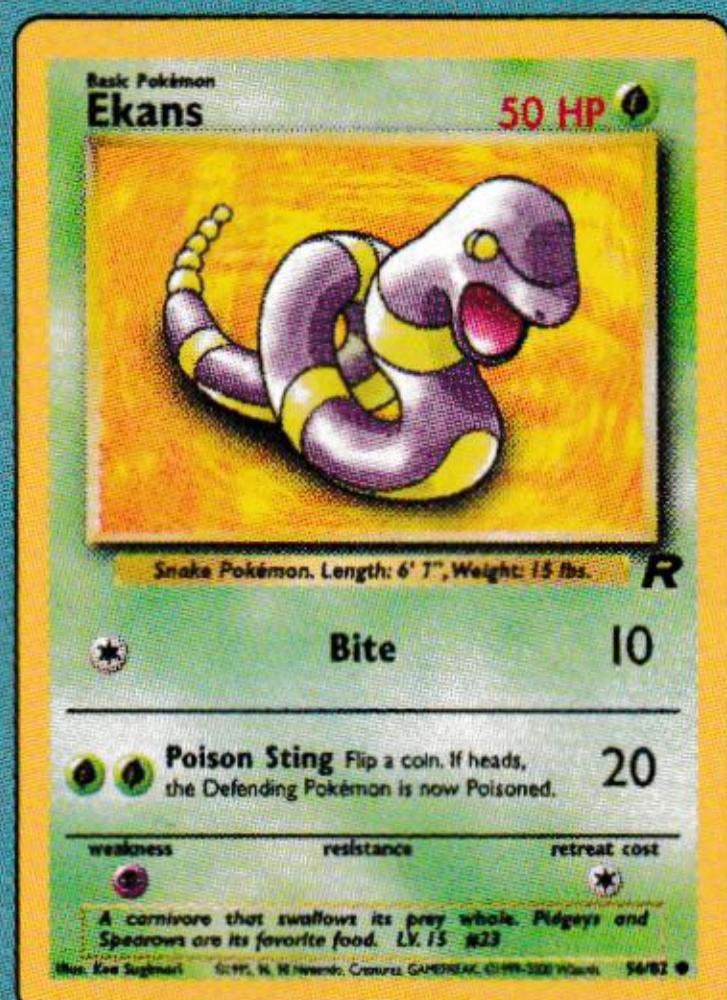
Eevee 55/82 ●

6. Dark Alakazam

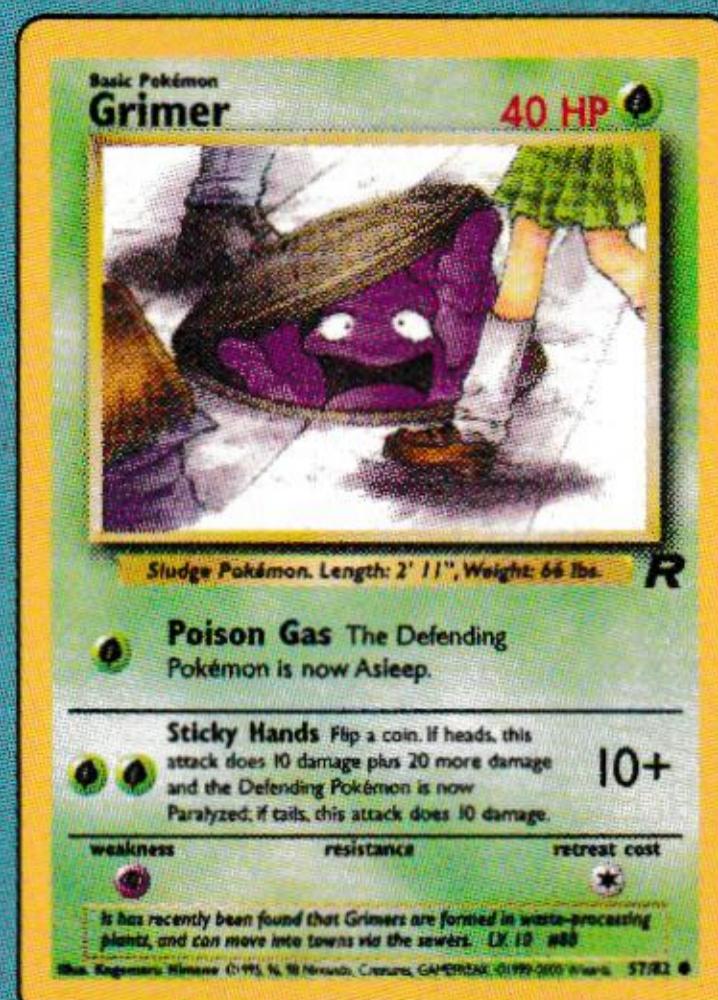
If you want to do even more damage to a Pokémon that has Resistance to Psychic, Evolve Dark Kadabra into Dark Alakazam. It also has Mind Shock, but this one does 40 damage for 000. Even better, Dark Alakazam's Teleport Blast allows it to do 30 damage and then stay safe on your Bench during your opponent's turn. Switch it with a Pokémon that has no Retreat Cost and you can use Teleport Blast every turn.

5. Rocket's Sneak Attack

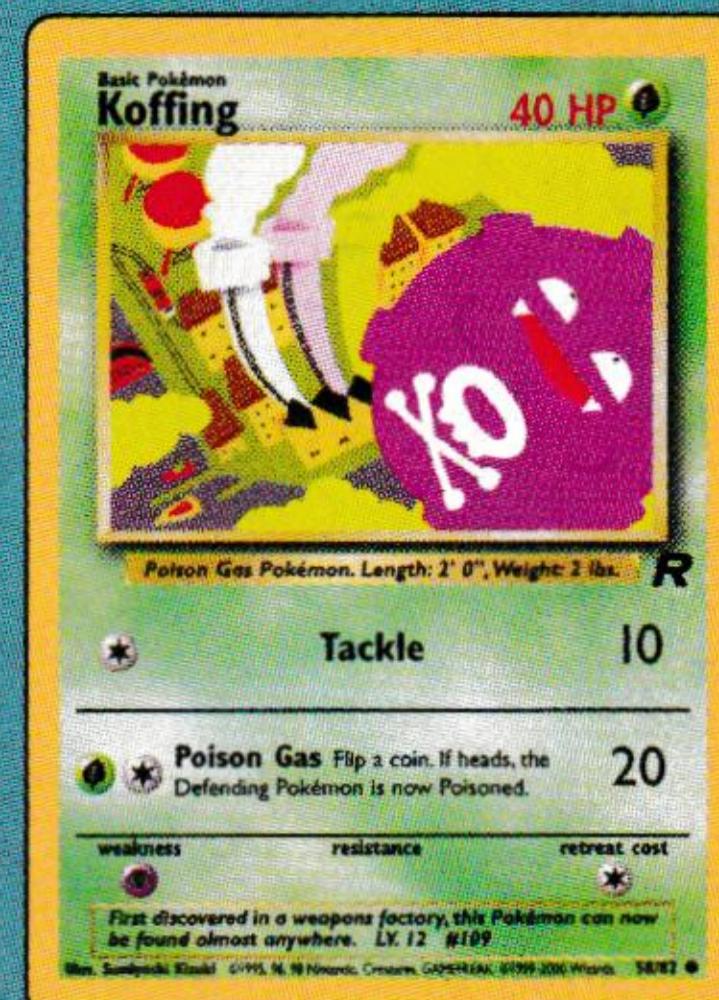
If you really hate Bill or Energy Removal, or want to make sure your opponent can't save his or her Pokémon with a Super Potion next turn, put some Rocket's Sneak Attack Trainer cards in your deck. Even if you don't find any Trainer cards in your opponent's hand, you'll know how much Energy he or she has available and what Pokémon you can expect to face over the next few turns.



Ekans 56/82 ●



Grimer 57/82 ●



Koffing 58/82 ●



Machop 59/82 ●



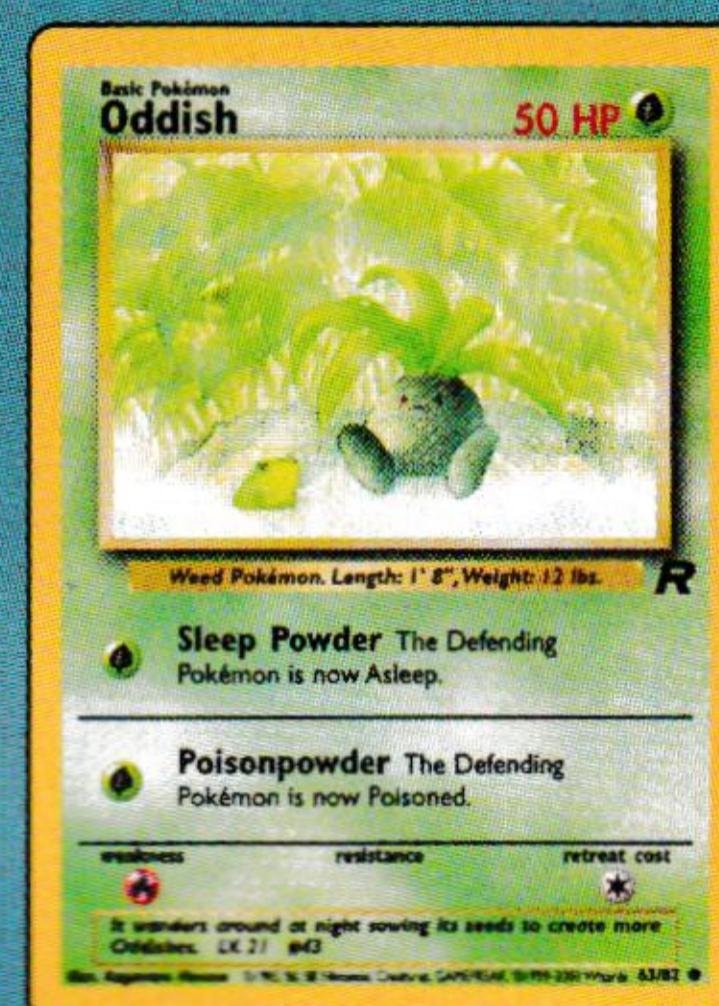
Magnemite 60/82 ●



Mankey 61/82 ●



Meowth 62/82 ●



Oddish 63/82 ●



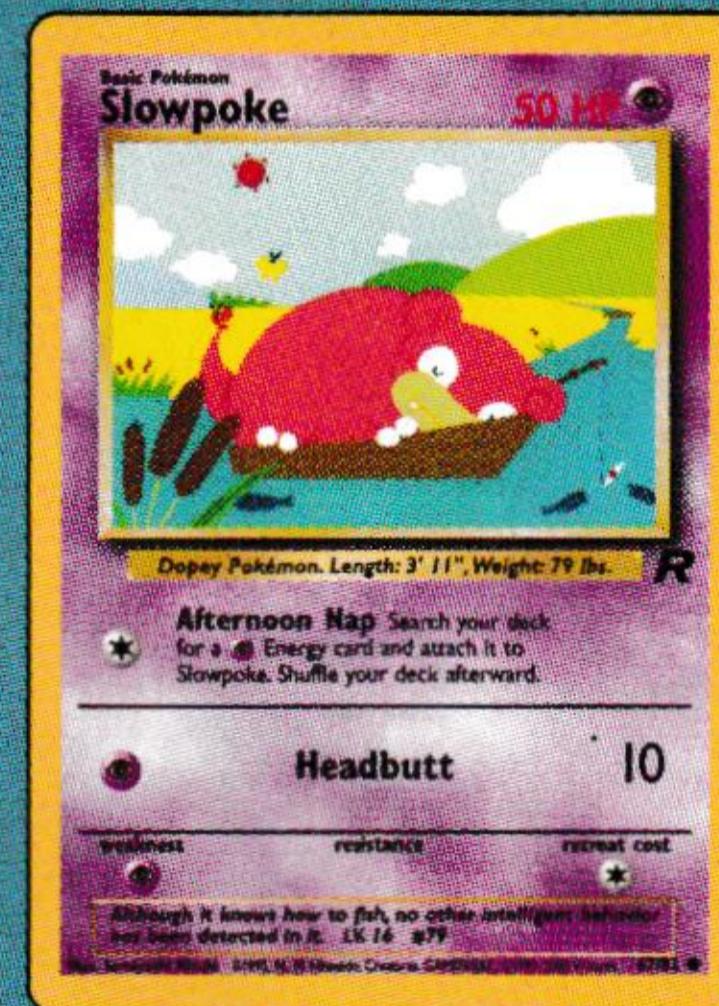
Ponyta 64/82 ●



Psyduck 65/82 ●



Rattata 66/82 ●



Slowpoke 67/82 ●

4. Dark Blastoise

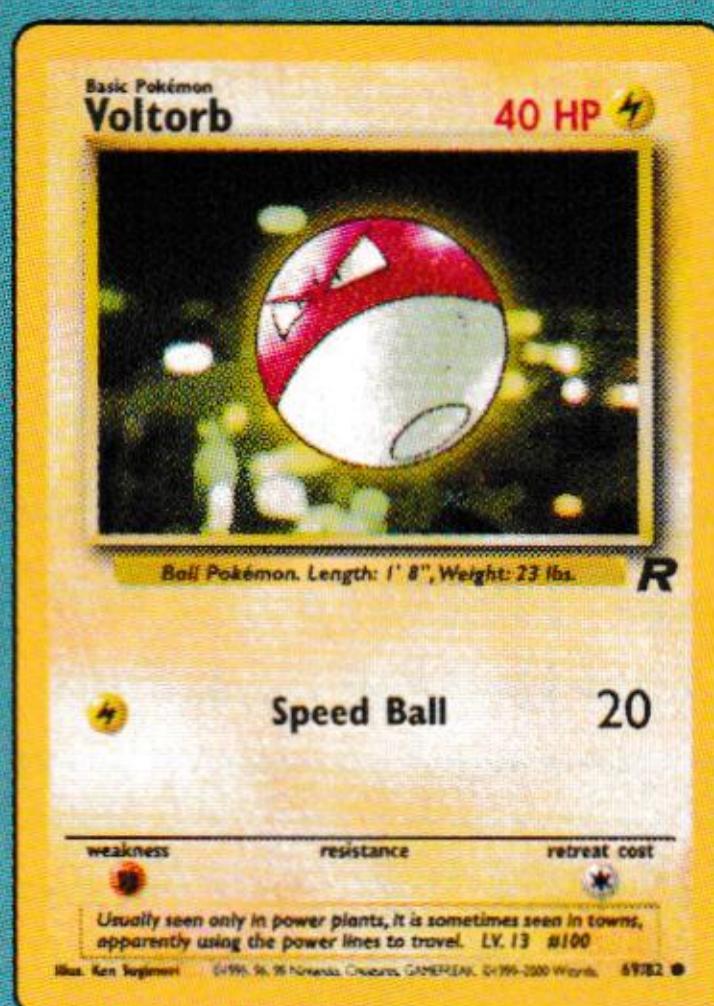
One word—Hydrocannon. This attack does 30 damage for G_1 , 50 damage for G_2 , or a whopping 70 damage for G_3 . And there's no drawback! Rocket Tackle is interesting but risky to use, so stick with Hydrocannon unless you're facing a Lightning deck. If Dark Blastoise gets into trouble, its Retreat Cost is only G_1 , which is pretty cheap for a Stage 2 Pokémon.

3. Rainbow Energy

It's a holofoil Energy card. If that wasn't cool enough, Rainbow Energy counts as every type of Energy while in play, so you can use it for any Energy costs you want. Its drawback is minor compared to the benefit. Plus, because it counts as both G_1 and G_2 while in play, you can use Venusaur's Pokéball Power: Energy Trans or Dark Charmander's Pokéball Power: Gather Fire to move it around. And when you move it, you don't do any damage to the Pokéball you attach it to.



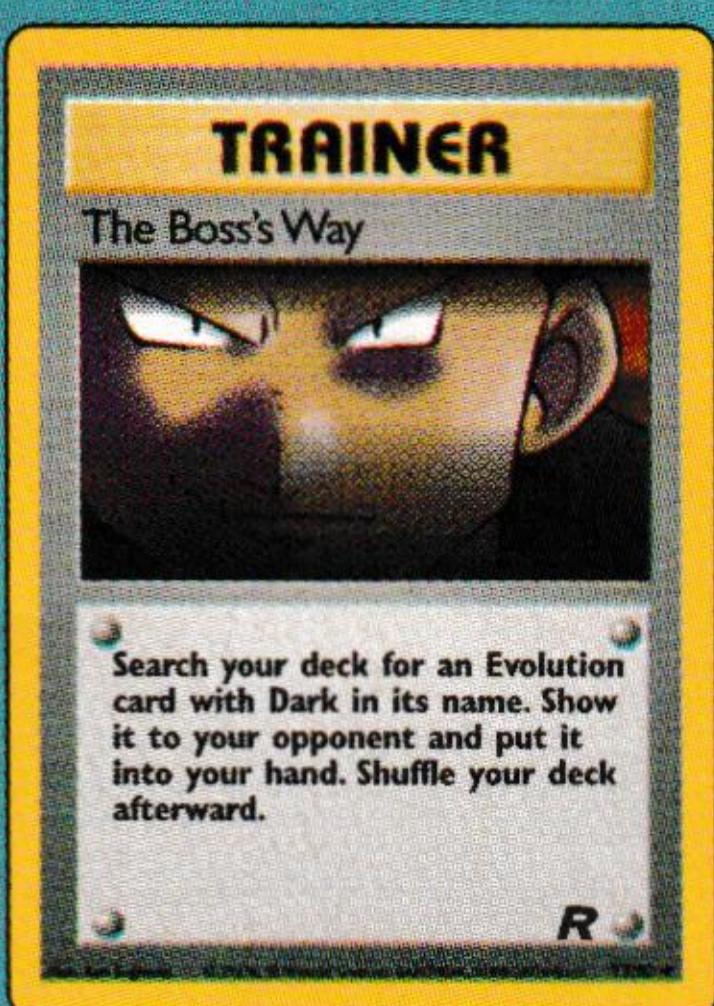
Squirtle 68/82 ●



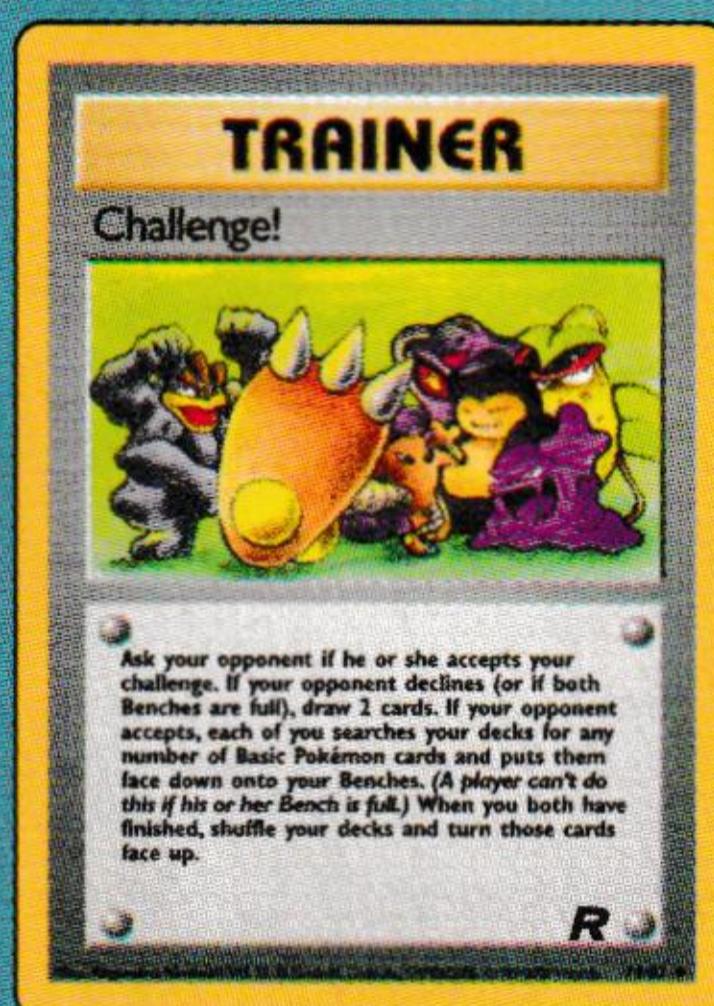
Voltorb 69/82 ●



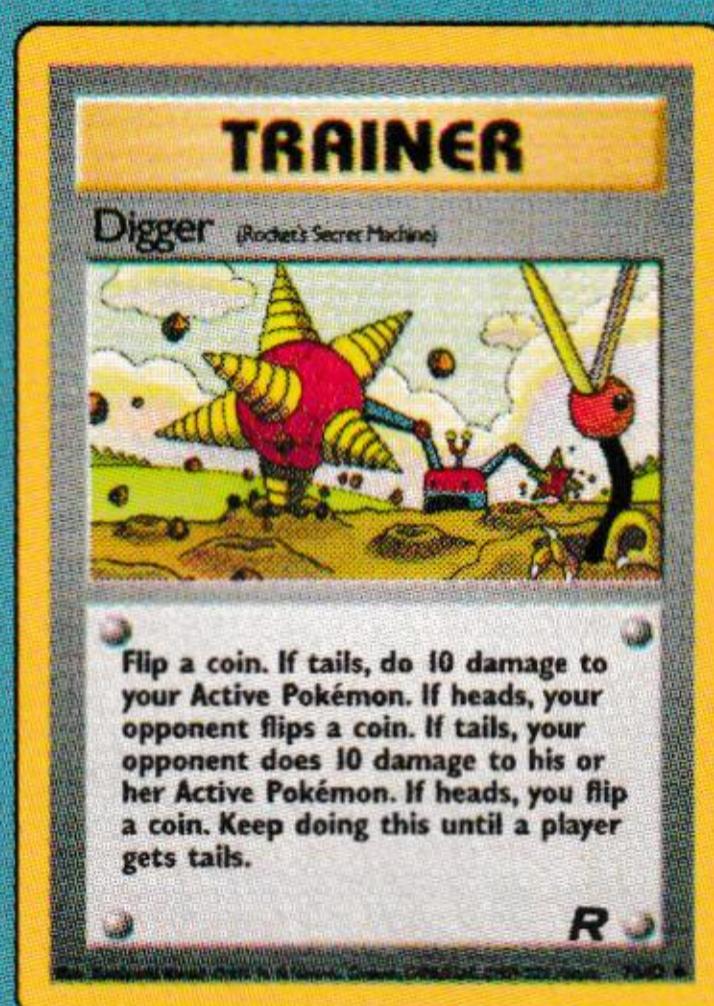
Zubat 70/82 ●



The Boss's Way 73/82 ♦



Challenge! 74/82 ♦



Digger 75/82 ♦



Imposter Oak's Revenge 76/82 ♦



Nightly Garbage Run 77/82 ♦



Sleep! 78/82 ♦



Goop Gas Attack 79/82 ●



Full Heal Energy 81/82 ♦



Potion Energy 82/82 ♦

2. Dark Dragonair

If you have too many Stage 1 and Stage 2 Pokémon in your deck, you run the risk of drawing cards you can't use early. If you have too few, you may never find them in time. But with Dark Dragonair in play, you can always have the Evolution cards you need when you need them. Its PokéPower: Evolutionary Light allows you to look through your deck for the Evolution card you need and put it in your hand. Plus, Dark Dragonair is a Colorless Pokémon, so you can put it in any deck to bring all your heavy hitters out just when you need them.

1. Dark Charizard

Could anything but Dark Charizard be the number-one card? Everyone loves the original big lizard because it looks so cool and does so much damage. This Dark version looks even cooler (in my opinion) and has an attack that is both cheaper to use and can do more damage than the original's. Of course, this comes at a price. Dark Charizard has fewer Hit Points and its attack requires coin flips. But unless you flip all heads, you can use Continuous Fireball every turn. Plus, you could do 200 damage in one turn for the same cost as Charizard's Fire Spin attack! Who can argue with that firepower?

Pokémon Check Lists

Team Rocket Cards

<input type="checkbox"/> 1/82 ★	● Dark Alakazam
<input type="checkbox"/> 2/82 ★	● Dark Arbok
<input type="checkbox"/> 3/82 ★	● Dark Blastoise
<input type="checkbox"/> 4/82 ★	● Dark Charizard
<input type="checkbox"/> 5/82 ★	● Dark Dragonite
<input type="checkbox"/> 6/82 ★	● Dark Dugtrio
<input type="checkbox"/> 7/82 ★	● Dark Golbat
<input type="checkbox"/> 8/82 ★	● Dark Gyarados
<input type="checkbox"/> 9/82 ★	● Dark Hypno
<input type="checkbox"/> 10/82 ★	● Dark Machamp
<input type="checkbox"/> 11/82 ★	● Dark Magneton
<input type="checkbox"/> 12/82 ★	● Dark Slowbro
<input type="checkbox"/> 13/82 ★	● Dark Vileplume
<input type="checkbox"/> 14/82 ★	● Dark Weezing
<input type="checkbox"/> 15/82 ★	Here Comes Team Rocket!
<input type="checkbox"/> 16/82 ★	Rocket's Sneak Attack
<input type="checkbox"/> 17/82 ★	Rainbow Energy
<input type="checkbox"/> 18/82 ★	● Dark Alakazam
<input type="checkbox"/> 19/82 ★	● Dark Arbok
<input type="checkbox"/> 20/82 ★	● Dark Blastoise
<input type="checkbox"/> 21/82 ★	● Dark Charizard
<input type="checkbox"/> 22/82 ★	● Dark Dragonite
<input type="checkbox"/> 23/82 ★	● Dark Dugtrio
<input type="checkbox"/> 24/82 ★	● Dark Golbat
<input type="checkbox"/> 25/82 ★	● Dark Gyarados
<input type="checkbox"/> 26/82 ★	● Dark Hypno
<input type="checkbox"/> 27/82 ★	● Dark Machamp
<input type="checkbox"/> 28/82 ★	● Dark Magneton
<input type="checkbox"/> 29/82 ★	● Dark Slowbro
<input type="checkbox"/> 30/82 ★	● Dark Vileplume
<input type="checkbox"/> 31/82 ★	● Dark Weezing
<input type="checkbox"/> 32/82 ♦	● Dark Charmeleon
<input type="checkbox"/> 33/82 ♦	● Dark Dragonair
<input type="checkbox"/> 34/82 ♦	● Dark Electrode
<input type="checkbox"/> 35/82 ♦	● Dark Flareon
<input type="checkbox"/> 36/82 ♦	● Dark Gloom
<input type="checkbox"/> 37/82 ♦	● Dark Golduck
<input type="checkbox"/> 38/82 ♦	● Dark Jolteon
<input type="checkbox"/> 39/82 ♦	● Dark Kadabra
<input type="checkbox"/> 40/82 ♦	● Dark Machoke
<input type="checkbox"/> 41/82 ♦	● Dark Muk

Psi Pokémon—Stage 2
Cobra Pokémon—Stage 1
Shellfish Pokémon—Stage 2
Flame Pokémon—Stage 2
Dragon Pokémon—Stage 2
Mole Pokémon—Stage 1
Bat Pokémon—Stage 1
Atrocious Pokémon—Stage 1
Hypnosis Pokémon—Stage 1
Superpower Pokémon—Stage 2
Magnet Pokémon—Stage 1
Hermitcrab Pokémon—Stage 1
Flower Pokémon—Stage 2
Poison Gas Pokémon—Stage 1
Trainer
Trainer
Energy
Psi Pokémon—Stage 2
Cobra Pokémon—Stage 1
Shellfish Pokémon—Stage 2
Flame Pokémon—Stage 2
Dragon Pokémon—Stage 2
Mole Pokémon—Stage 1
Bat Pokémon—Stage 1
Atrocious Pokémon—Stage 1
Hypnosis Pokémon—Stage 1
Superpower Pokémon—Stage 2
Magnet Pokémon—Stage 1
Hermitcrab Pokémon—Stage 1
Flower Pokémon—Stage 2
Poison Gas Pokémon—Stage 1
Flame Pokémon—Stage 1
Dragon Pokémon—Stage 1
Ball Pokémon—Stage 1
Flame Pokémon—Stage 1
Weed Pokémon—Stage 1
Duck Pokémon—Stage 1
Lightning Pokémon—Stage 1
Psi Pokémon—Stage 1
Superpower Pokémon—Stage 1
Sludge Pokémon—Stage 1

Rarity Legend		
★ Rare Holofoil	★ Rare	◆ Uncommon
● Common		
<input type="checkbox"/> 42/82 ♦	● Dark Persian	Classy Cat Pokémon—Stage 1
<input type="checkbox"/> 43/82 ♦	● Dark Primeape	Pig Monkey Pokémon—Stage 1
<input type="checkbox"/> 44/82 ♦	● Dark Rapidash	Fire Horse Pokémon—Stage 1
<input type="checkbox"/> 45/82 ♦	● Dark Vaporeon	Bubble Jet Pokémon—Stage 1
<input type="checkbox"/> 46/82 ♦	● Dark Wartortle	Turtle Pokémon—Stage 1
<input type="checkbox"/> 47/82 ♦	● Magikarp	Fish Pokémon—Basic
<input type="checkbox"/> 48/82 ♦	● Porygon	Virtual Pokémon—Basic
<input type="checkbox"/> 49/82 ●	● Abra	Psi Pokémon—Basic
<input type="checkbox"/> 50/82 ●	● Charmander	Lizard Pokémon—Basic
<input type="checkbox"/> 51/82 ●	● Dark Raticate	Rat Pokémon—Stage 1
<input type="checkbox"/> 52/82 ●	● Diglett	Mole Pokémon—Basic
<input type="checkbox"/> 53/82 ●	● Dratini	Dragon Pokémon—Basic
<input type="checkbox"/> 54/82 ●	● Drowzee	Hypnosis Pokémon—Basic
<input type="checkbox"/> 55/82 ●	● Eevee	Evolution Pokémon—Basic
<input type="checkbox"/> 56/82 ●	● Ekans	Snake Pokémon—Basic
<input type="checkbox"/> 57/82 ●	● Grimer	Sludge Pokémon—Basic
<input type="checkbox"/> 58/82 ●	● Koffing	Poison Gas Pokémon—Basic
<input type="checkbox"/> 59/82 ●	● Machop	Superpower Pokémon—Basic
<input type="checkbox"/> 60/82 ●	● Magnemite	Magnet Pokémon—Basic
<input type="checkbox"/> 61/82 ●	● Mankey	Pig Monkey Pokémon—Basic
<input type="checkbox"/> 62/82 ●	● Meowth	Scratch Cat Pokémon—Basic
<input type="checkbox"/> 63/82 ●	● Oddish	Weed Pokémon—Basic
<input type="checkbox"/> 64/82 ●	● Poryta	Fire Horse Pokémon—Basic
<input type="checkbox"/> 65/82 ●	● Psyduck	Duck Pokémon—Basic
<input type="checkbox"/> 66/82 ●	● Rattata	Rat Pokémon—Basic
<input type="checkbox"/> 67/82 ●	● Slowpoke	Dopey Pokémon—Basic
<input type="checkbox"/> 68/82 ●	● Squirtle	Tiny Turtle Pokémon—Basic
<input type="checkbox"/> 69/82 ●	● Voltorb	Ball Pokémon—Basic
<input type="checkbox"/> 70/82 ●	● Zubat	Bat Pokémon—Basic
<input type="checkbox"/> 71/82 ★	Here Comes Team Rocket!	Trainer
<input type="checkbox"/> 72/82 ★	Rocket's Sneak Attack	Trainer
<input type="checkbox"/> 73/82 ♦	The Boss's Way	Trainer
<input type="checkbox"/> 74/82 ♦	Challenge!	Trainer
<input type="checkbox"/> 75/82 ♦	Digger	Trainer
<input type="checkbox"/> 76/82 ♦	Imposter Oak's Revenge	Trainer
<input type="checkbox"/> 77/82 ♦	Nightly Garbage Run	Trainer
<input type="checkbox"/> 78/82 ♦	Sleep!	Trainer
<input type="checkbox"/> 79/82 ●	Goop Gas Attack	Trainer
<input type="checkbox"/> 80/82 ★	Rainbow Energy	Energy
<input type="checkbox"/> 81/82 ♦	Full Heal Energy	Energy
<input type="checkbox"/> 82/82 ♦	Potion Energy	Energy

Base Set 2 Cards

<input type="checkbox"/> 1/130 ★	● Alakazam
<input type="checkbox"/> 2/130 ★	● Blastoise
<input type="checkbox"/> 3/130 ★	● Chansey
<input type="checkbox"/> 4/130 ★	● Charizard
<input type="checkbox"/> 5/130 ★	● Clefable
<input type="checkbox"/> 6/130 ★	● Clefairy
<input type="checkbox"/> 7/130 ★	● Gyarados
<input type="checkbox"/> 8/130 ★	● Hitmonchan
<input type="checkbox"/> 9/130 ★	● Magneton
<input type="checkbox"/> 10/130 ★	● Mewtwo

Psi Pokémon—Stage 2
Shellfish Pokémon—Stage 2
Egg Pokémon—Basic
Flame Pokémon—Stage 2
Fairy Pokémon—Stage 1
Fairy Pokémon—Basic
Atrocious Pokémon—Stage 1
Punching Pokémon—Basic
Magnet Pokémon—Stage 1
Genetic Pokémon—Basic

<input type="checkbox"/> 11/130 ★	● Nidoking
<input type="checkbox"/> 12/130 ★	● Nidoqueen
<input type="checkbox"/> 13/130 ★	● Ninetales
<input type="checkbox"/> 14/130 ★	● Pidgeot
<input type="checkbox"/> 15/130 ★	● Poliwrath
<input type="checkbox"/> 16/130 ★	● Raichu
<input type="checkbox"/> 17/130 ★	● Scyther
<input type="checkbox"/> 18/130 ★	● Venusaur
<input type="checkbox"/> 19/130 ★	● Wigglytuff
<input type="checkbox"/> 20/130 ★	● Zapdos

Drill Pokémon—Stage 2
Drill Pokémon—Stage 2
Fox Pokémon—Stage 1
Bird Pokémon—Stage 2
Tadpole Pokémon—Stage 2
Mouse Pokémon—Stage 1
Mantis Pokémon—Basic
Seed Pokémon—Stage 2
Balloon Pokémon—Stage 1
Electric Pokémon—Basic

<input type="checkbox"/>	21/130	★		Beedrill
<input type="checkbox"/>	22/130	★		Dragonair
<input type="checkbox"/>	23/130	★		Dugtrio
<input type="checkbox"/>	24/130	★		Electabuzz
<input type="checkbox"/>	25/130	★		Electrode
<input type="checkbox"/>	26/130	★		Kangaskhan
<input type="checkbox"/>	27/130	★		Mr. Mime
<input type="checkbox"/>	28/130	★		Pidgeotto
<input type="checkbox"/>	29/130	★		Pinsir
<input type="checkbox"/>	30/130	★		Snorlax
<input type="checkbox"/>	31/130	★		Venomoth
<input type="checkbox"/>	32/130	★		Victreebel
<input type="checkbox"/>	33/130	◆		Arcanine
<input type="checkbox"/>	34/130	◆		Butterfree
<input type="checkbox"/>	35/130	◆		Charmeleon
<input type="checkbox"/>	36/130	◆		Dewgong
<input type="checkbox"/>	37/130	◆		Dodrio
<input type="checkbox"/>	38/130	◆		Dratini
<input type="checkbox"/>	39/130	◆		Exeggutor
<input type="checkbox"/>	40/130	◆		Farfetch'd
<input type="checkbox"/>	41/130	◆		Fearow
<input type="checkbox"/>	42/130	◆		Growlithe
<input type="checkbox"/>	43/130	◆		Haunter
<input type="checkbox"/>	44/130	◆		Ivysaur
<input type="checkbox"/>	45/130	◆		Jynx
<input type="checkbox"/>	46/130	◆		Kadabra
<input type="checkbox"/>	47/130	◆		Kakuna
<input type="checkbox"/>	48/130	◆		Lickitung
<input type="checkbox"/>	49/130	◆		Machoke
<input type="checkbox"/>	50/130	◆		Magikarp
<input type="checkbox"/>	51/130	◆		Magmar
<input type="checkbox"/>	52/130	◆		Marowak
<input type="checkbox"/>	53/130	◆		Nidorina
<input type="checkbox"/>	54/130	◆		Nidorino
<input type="checkbox"/>	55/130	◆		Parasect
<input type="checkbox"/>	56/130	◆		Persian
<input type="checkbox"/>	57/130	◆		Poliwhirl
<input type="checkbox"/>	58/130	◆		Raticate
<input type="checkbox"/>	59/130	◆		Rhydon
<input type="checkbox"/>	60/130	◆		Seaking
<input type="checkbox"/>	61/130	◆		Seel
<input type="checkbox"/>	62/130	◆		Tauros
<input type="checkbox"/>	63/130	◆		Wartortle
<input type="checkbox"/>	64/130	◆		Weepinbell
<input type="checkbox"/>	65/130	●		Abra
<input type="checkbox"/>	66/130	●		Bellsprout
<input type="checkbox"/>	67/130	●		Bulbasaur
<input type="checkbox"/>	68/130	●		Caterpie
<input type="checkbox"/>	69/130	●		Charmander
<input type="checkbox"/>	70/130	●		Cubone
<input type="checkbox"/>	71/130	●		Diglett
<input type="checkbox"/>	72/130	●		Doduo
<input type="checkbox"/>	73/130	●		Drowzee
<input type="checkbox"/>	74/130	●		Exeggute
<input type="checkbox"/>	75/130	●		Feeble

- Poison Bee Pokémon—Stage 2
- Dragon Pokémon—Stage 1
- Mole Pokémon—Stage 1
- Electric Pokémon—Basic
- Ball Pokémon—Stage 1
- Parent Pokémon—Basic
- Barrier Pokémon—Basic
- Bird Pokémon—Stage 1
- Stagbeetle Pokémon—Basic
- Sleeping Pokémon—Basic
- Poisonmoth Pokémon—Stage 1
- Flycatcher Pokémon—Stage 2
- Legendary Pokémon—Stage 1
- Butterfly Pokémon—Stage 2
- Flame Pokémon—Stage 1
- Sea Lion Pokémon—Stage 1
- Triplebird Pokémon—Stage 1
- Dragon Pokémon—Basic
- Coconut Pokémon—Stage 1
- Wild Duck Pokémon—Basic
- Beak Pokémon—Stage 1
- Puppy Pokémon—Basic
- Gas Pokémon—Stage 1
- Seed Pokémon—Stage 1
- Human Shape Pokémon—Basic
- Psi Pokémon—Stage 1
- Cocoon Pokémon—Stage 1
- Licking Pokémon—Basic
- Superpower Pokémon—Stage 1
- Fish Pokémon—Basic
- Spitfire Pokémon—Basic
- Bonekeeper Pokémon—Stage 1
- Poison Pin Pokémon—Stage 1
- Poison Pin Pokémon—Stage 1
- Mushroom Pokémon—Stage 1
- Classy Cat Pokémon—Stage 1
- Tadpole Pokémon—Stage 1
- Rat Pokémon—Stage 1
- Drill Pokémon—Stage 1
- Goldfish Pokémon—Stage 1
- Sea Lion Pokémon—Basic
- Wild Bull Pokémon—Basic
- Turtle Pokémon—Stage 1
- Flycatcher Pokémon—Stage 1
- Psi Pokémon—Basic
- Flower Pokémon—Basic
- Seed Pokémon—Basic
- Worm Pokémon—Basic
- Lizard Pokémon—Basic
- Lonely Pokémon—Basic
- Mole Pokémon—Basic
- Twin Bird Pokémon—Basic
- Hypnosis Pokémon—Basic
- Egg Pokémon—Basic
- Gas Pokémon—Basic

<input type="checkbox"/>	76/130	●		Goldeen
<input type="checkbox"/>	77/130	●		Jigglypuff
<input type="checkbox"/>	78/130	●		Machop
<input type="checkbox"/>	79/130	●		Magnemite
<input type="checkbox"/>	80/130	●		Meowth
<input type="checkbox"/>	81/130	●		Metapod
<input type="checkbox"/>	82/130	●		Nidoran ♀
<input type="checkbox"/>	83/130	●		Nidoran ♂
<input type="checkbox"/>	84/130	●		Onix
<input type="checkbox"/>	85/130	●		Paras
<input type="checkbox"/>	86/130	●		Pidgey
<input type="checkbox"/>	87/130	●		Pikachu
<input type="checkbox"/>	88/130	●		Poliwag
<input type="checkbox"/>	89/130	●		Rattata
<input type="checkbox"/>	90/130	●		Rhyhorn
<input type="checkbox"/>	91/130	●		Sandshrew
<input type="checkbox"/>	92/130	●		Spearow
<input type="checkbox"/>	93/130	●		Squirtle
<input type="checkbox"/>	94/130	●		Starmie
<input type="checkbox"/>	95/130	●		Staryu
<input type="checkbox"/>	96/130	●		Tangela
<input type="checkbox"/>	97/130	●		Venonat
<input type="checkbox"/>	98/130	●		Voltorb
<input type="checkbox"/>	99/130	●		Vulpix
<input type="checkbox"/>	100/130	●		Weedle
<input type="checkbox"/>	101/130	★		Computer S
<input type="checkbox"/>	102/130	★		Imposter P
<input type="checkbox"/>	103/130	★		Item Finder
<input type="checkbox"/>	104/130	★		Lass
<input type="checkbox"/>	105/130	★		Pokémon B
<input type="checkbox"/>	106/130	★		Pokémon T
<input type="checkbox"/>	107/130	★		Scoop Up
<input type="checkbox"/>	108/130	★		Super Energ
<input type="checkbox"/>	109/130	◆		Defender
<input type="checkbox"/>	110/130	◆		Energy Retr
<input type="checkbox"/>	111/130	◆		Full Heal
<input type="checkbox"/>	112/130	◆		Maintenanc
<input type="checkbox"/>	113/130	◆		PlusPower
<input type="checkbox"/>	114/130	◆		Pokémon C
<input type="checkbox"/>	115/130	◆		Pokédex
<input type="checkbox"/>	116/130	◆		Professor O
<input type="checkbox"/>	117/130	◆		Super Potio
<input type="checkbox"/>	118/130	●		Bill
<input type="checkbox"/>	119/130	●		Energy Rem
<input type="checkbox"/>	120/130	●		Gust of Win
<input type="checkbox"/>	121/130	●		Poké Ball
<input type="checkbox"/>	122/130	●		Potion
<input type="checkbox"/>	123/130	●		Switch
<input type="checkbox"/>	124/130	◆		Double Col
<input type="checkbox"/>	125/130			Fighting En
<input type="checkbox"/>	126/130			Fire Energ
<input type="checkbox"/>	127/130			Grass Energ
<input type="checkbox"/>	128/130			Lightning E
<input type="checkbox"/>	129/130			Psychic Ene
<input type="checkbox"/>	130/130			Water Energ

Promotional Cards

- 1  Pikachu
- 2  Electabuzz
- 3  Mewtwo
- 4  Pikachu

Pokémon TCG League

Pokémon: The First Movie

Pokémon: The First Movie

Pokémon: The First Movie

- 5  Dragonite
- 6  Arcanine
- 7  Jigglypuff
- 8  Mew

Pokémon: The First Movie
Pokémon TCG League
Pokémon: The First Movie Sound Track
Pokémon TCG League

Top 10- TopDeck=

Top Deal.

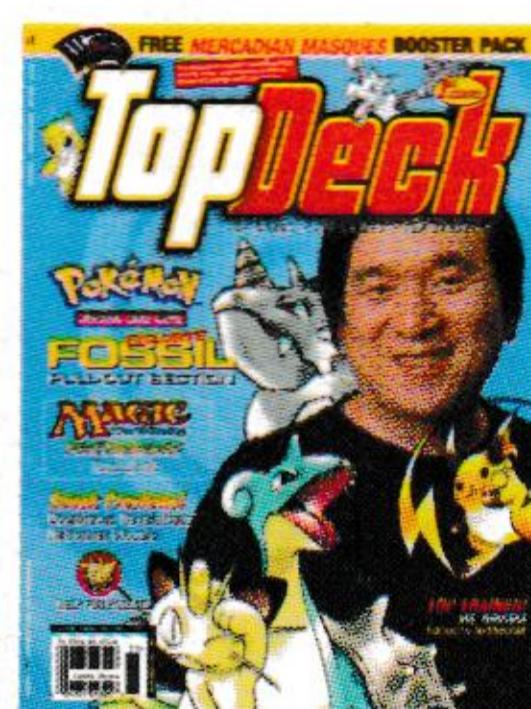


Subscribe to *TopDeck* for less than the cost of **10 booster packs.**

One booster pack per issue. The top strategies for the games you love. Puzzles, reviews, decks, and more. It's like buying 10 boosters and getting 12 issues plus 2 boosters free.

DO IT NOW!

European orders available!
Email kay.palmer@tnsofres.com
or call **44.18.58.41.47.13.**



You know your opponents will.

Get a year of *Topdeck* for only \$29.90!
Email topdeck@pcspublink.com or
call **1-800-395-7760** (Mon-Fri 9-5 PST).
(US funds only)

TopDeck™

TopDeck is a registered trademark of Wizards of the Coast ©1999 Wizards of the Coast, Inc.